

Expenses For Period 01 Through 00

Budget Code & Description Category Description	Actual This Period	Actual This Year	Budgeted Amount	Budget Remaining
GENERAL GOVERNMENT				
Board Salaries/FIca			13,000	13,000
Board Expenses			2,500	2,500
Judicial			3,700	3,700
Legal			8,000	8,000
Clerk Salary			11,000	11,000
Clerk Expenses			1,200	1,200
Clerk Office Expenses			1,250	1,250
Computer Exp. & ETC.			900	900
Election Wages			1,000	1,000
Election Expenses			800	800
Treasurer Salary			5,500	5,500
Treasurer Expenses			1,200	1,200
Assessor Sal or Contract			7,100	7,100
Assessor Expenses			150	150
Town Hall Maintenance			800	800
Town Hall Utilities			1,050	1,050
Other general government				
Other Insurance			3,700	3,700
Total GENERAL GOVERNMENT	0		62,850	62,850
PUBLIC SAFETY				
Fire Protection			18,000	18,000
Ambulance			8,000	8,000
Total PUBLIC SAFETY	0		26,000	26,000
PUBLIC WORKS				
Transportation				
Highway and street maintenance and construction				
Hwy/ST Loc Maint./sal/Fica			115,286	115,286
Roadmen Expenses			500	500
Equip.-Fuels, Oil, Etc-grader & truc			5,000	5,000
Workmans Comp.			2,000	2,000
Hwy. Bldg. Utilities			1,000	1,000
Road related facilities				
Other transportatin				
Sanitation				
Refuse & Garbage Collection			1,000	1,000
Recycling			1,000	1,000
Weed and Nuisance Control			10,300	10,300
Total PUBLIC WORKS	0		136,086	136,086
HEALTH AND HUMAN SERVICES				
CULTURE, RECREATION AND EDUCATION				
CONSERVATION AND DEVELOPMENT				
CAPITAL OUTLAY				

Expenses For Period 01 Through 00

Budget Code & Description Category Description	Actual This Period	Actual This Year	Budgeted Amount	Budget Remaining
General Government				
Public Safety				
Transportation				
Highway and street				
Road related facilities				
Other transportation				
Sanitation				
Health and human services				
Culture, recreation and education				
Conservation and development				
DEBT SERVICE				
Debt services--Principal				
Debt service--interest and fiscal charges				
OTHER FINANCING USES				
Total All Expenses			224,936	224,936